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1 [Effects & techniques](#)

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August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

Publisher: ACM

Full text available: [Pdf](#) (4.54 MB)

Additional Information: [full citation](#), [abstract](#), [relevance](#)

Bibliometrics: Downloads (6 Weeks): 54, Downloads (12 Months): 274, Citation (

In this chapter we present the techniques and algorithms used for computing in the context of the *StarCraft II*® real-time strategy game. We will go over some of the technology used to empower our artists ...

2 [Multi-grained level of detail using a hierarchical seamless texture atlas](#)

[Krzysztof Niski, Budirijanto Purnomo, Jonathan Cohen](#)

April 2007 **I3D '07**: Proceedings of the 2007 symposium on Interactive 3D

Publisher: ACM

Full text available: [Pdf](#) (2.43 MB)

Additional Information: [full citation](#), [abstract](#), [relevance](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 77, Citation (

Previous algorithms for view-dependent level of detail provide local mesh refinement at the finest granularity or at a fixed, coarse granularity. The former provides refinement often at the expense of heavy CPU usage and low triangle ...

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Keywords: geometry image, level of detail, out-of-core, parametrization

3 [An interactive introduction to OpenGL programming](#)

[Dave Shreiner, Ed Angel, Vicki Shreiner](#)

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: [Pdf](#) (3.35 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 150, Citation (

"An Interactive Introduction to OpenGL Programming" provides an overview of the OpenGL Application Programming Interface (API), a library of subroutines for drawing 3D objects and images on a computer. After the completion of the course,

4 [Point based animation of elastic, plastic and melting objects](#)

M. Müller, R. Keiser, A. Nealen, M. Pauly, M. Gross, M. Alexa
August 2004 **SCA '04**: Proceedings of the 2004 ACM SIGGRAPH/Eurographics animation

Publisher: Eurographics Association


Full text available:  Pdf (305.14 KB)

Additional Information: [full citation](#), [appendices](#), [references](#), [cited by](#), [in](#)

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 178, Citation (

We present a method for modeling and animating a wide spectrum of virtual material properties anywhere in the range from stiff elastic to highly plastic. Surface representation is point based, which allows arbitrarily ...

5 [Shape-based retrieval and analysis of 3D models](#)

 Thomas Funkhouser, Michael Kazhdan

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM


Full text available:  Pdf (12.56 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 102, Downloads (12 Months): 682, Citation (

Large repositories of 3D data are rapidly becoming available in several fields: CAD, molecular biology, and computer graphics. As the number of 3D models increases, there is an increasing need for computer algorithms to help people find ...

6 [The RACE II engine for real-time volume rendering](#)

 Harvey Ray, Deborah Silver

August 2000 **HWWS '00**: Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Hardware

Publisher: ACM


Full text available:  Pdf (785.19 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)


Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 21, Citation (

In this paper, we present the RACE II Engine, which uses a hybrid volume rendering algorithm that combines algorithmic and hardware acceleration to maximize ray casting throughput while minimizing the total amount of volume memory throughput contained in ...

7 [An interactive introduction to OpenGL and OpenGL ES programming](#)

 December 2008 **SIGGRAPH Asia '08**: SIGGRAPH ASIA 2008 courses

Publisher: ACM


Full text available:  Pdf (3.09 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 173, Downloads (12 Months): 173, Citation (


OpenGL is a library for doing computer graphics. By using it, you can create applications that render high-quality color images composed of 3D geometric objects.

8 [Level-of-detail volume rendering via 3D textures](#)

 Manfred Weller, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, ...

October 2000 **VVS '00**: Proceedings of the 2000 IEEE symposium on Volume Visualization


Publisher: ACM

Full text available:  Pdf (1.04 MB)

Additional Information: [full citation](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 88, Citation (

9 [Simulation of smoke based on vortex filament primitives](#)

 [Alexis Angelidis](#), [Fabrice Neyret](#)

July 2005 **SCA '05**: Proceedings of the 2005 ACM SIGGRAPH/Eurographic animation


Publisher: ACM

Full text available:  [Pdf](#) (407.97 KB) Additional Information: [full citation](#), [abstract](#), [related work](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 102, Citation (12 Months): 0


We describe a method that permits the high performance simulation of smoke, with high-level control for the artist. Our key primitives are vorticity defines a flow as well as velocity does, and ...

10 [Facial modeling and animation](#)

 [Jörg Haber](#), [Demetri Terzopoulos](#)

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes


Publisher: ACM

Full text available:  [Pdf](#) (18.15 MB) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 136, Downloads (12 Months): 961, Citation (12 Months): 0



In this course we present an overview of the concepts and current techniques in facial animation. We introduce this research area by its history and application. A prerequisite for facial modeling, data acquisition is discussed ...

11 [A hardware architecture for surface splatting](#)

 [Tim Weyrich](#), [Simon Heinzle](#), [Timo Aila](#), [Daniel B. Fasnacht](#), [Stephan Oetike](#), [Simon Mall](#), [Kaspar Rohrer](#), [Norbert Felber](#), [Hubert Kaeslin](#), [Markus Gross](#)

August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 papers

Publisher: ACM

Full text available:  [Mov](#) (25:4 MIN),  [Pdf](#) (1.97 MB) Additional Information: [full citation](#), [abstract](#), [related work](#)

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 294, Citation (12 Months): 0

We present a novel architecture for hardware-accelerated rendering of point-based surfaces. It implements a refined version of EWA splatting, a high quality method for point sampled representations. A central feature of ...

Keywords: 3D graphics hardware, data structures, point-based rendering, surface splatting

Also published in:

July 2007 **Transactions on Graphics (TOG)** Volume 26 Issue 3

12 [Cut-and-paste editing of multiresolution surfaces](#)

 [Henning Biermann](#), [Ioana Martin](#), [Fausto Bernardini](#), [Denis Zorin](#)

July 2002 **SIGGRAPH '02**: Proceedings of the 29th annual conference on interactive techniques

Publisher: ACM

Full text available:  [Pdf](#) (10.24 MB) Additional Information: [full citation](#), [abstract](#), [related work](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 81, Citation (12 Months): 0


Cutting and pasting to combine different elements into a common structure

operations that have been successfully adapted to many media types. S benefit from the availability of a general, robust, and efficient ...


Also published in:

July 2002 **Transactions on Graphics (TOG)** Volume 21 Issue 3

13 [Point-based computer graphics](#)

 [Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger](#)
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM


Full text available:  Pdf (8.94 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Bibliometrics: Downloads (6 Weeks): 147, Downloads (12 Months): 526, Citations (6 Weeks): 1, Citations (12 Months): 1


This course introduces points as a powerful and versatile graphics primitive. It covers the latest concepts for the acquisition, representation, modeling, processing and rendering of sampled geometry along with applications and research ...

14 [FastSplats: optimized splatting on rectilinear grids](#)

 [Jian Huang, Roger Crawfis, Naeem Shareef, Klaus Mueller](#)

October 2000 **VIS '00: Proceedings of the conference on Visualization '00**

Publisher: IEEE Computer Society Press

Full text available:  Pdf (2.44 MB)

Additional Information: [full citation](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 21, Citations (6 Weeks): 0, Citations (12 Months): 0

15 [Geometric modeling based on triangle meshes](#)

 [Mario Botsch, Mark Pauly, Christian Rossi, Stephan Bischoff, Leif Kobbelt](#)
July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**


Publisher: ACM

Full text available:  Pdf (24.22 MB)

Additional Information: [full citation](#), [references](#), [index](#)

Bibliometrics: Downloads (6 Weeks): 67, Downloads (12 Months): 625, Citations (6 Weeks): 1, Citations (12 Months): 1

16 [A suggestive interface for image guided 3D sketching](#)

 [Steve Tsang, Ravin Balakrishnan, Karan Singh, Abhishek Ranjan](#)
April 2004 **CHI '04: Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM

Full text available:  Pdf (1.01 MB)


Additional Information: [full citation](#), [abstract](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 116, Citations (6 Weeks): 0, Citations (12 Months): 0



We present an image guided pen-based suggestive interface for sketching 3D models. Rather than starting from a blank canvas, existing 2D images of similar objects are shown to the user. Image based filters enable attraction, smoothing, ...

Keywords: image based interaction, sketching interfaces

17 [Floral diagrams and inflorescences: interactive flower modeling using constraints](#)

 [Takashi Iijiri, Shigeru Owada, Makoto Okabe, Takeo Igarashi](#)
July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Papers**

Publisher: ACM

Full text available:  [Mov](#) (24:22 MIN),  [Pdf](#) (961.04 KB) Additional Information: [full citation](#), [index](#), [b](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 129, Citation

We present a system for modeling flowers in three dimensions quickly a correct botanical structures. We use *floral diagrams* and *inflorescences*, botanists to concisely describe structural ...

Keywords: 3D modeling, floral diagram, flower, inflorescence, sketch-t

Also published in:

July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3

18 [Interactive geometry remeshing](#)

 [Pierre Alliez, Mark Meyer, Mathieu Desbrun](#)

July 2002 **SIGGRAPH '02:** Proceedings of the 29th annual conference on interactive techniques

Publisher: ACM

Full text available:  [Pdf](#) (14.91 MB) Additional Information: [full citation](#), [abstract](#), [re](#)


Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 133, Citation

We present a novel technique, both flexible and efficient, for interactive geometry. First, the original (arbitrary genus) mesh is substituted by a parameter space. Using these maps, our algorithm is then able ...

Also published in:


July 2002 **Transactions on Graphics (TOG)** Volume 21 Issue 3

19 [Real-time volume graphics](#)

 [Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rez](#)

August 2004 **SIGGRAPH '04:** SIGGRAPH 2004 Course Notes


Publisher: ACM

Full text available:  [Pdf](#) (7.63 MB) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 75, Downloads (12 Months): 635, Citation


The tremendous evolution of programmable graphics hardware has made volume graphics a reality. In addition to the traditional application of real-time scientific visualization, the interest in applying these techniques ...

20 [Floral diagrams and inflorescences: interactive flower modeling using constraints](#)

 [Takashi Iijiri, Shigeru Owada, Makoto Okabe, Takeo Igarashi](#)

August 2007 **SIGGRAPH '07:** SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  [Pdf](#) (1.14 MB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 73, Citation





We present a system for modeling flowers in three dimensions quickly a correct botanical structures. We use *floral diagrams* and *inflorescences*, botanists to concisely describe structural ...

Keywords: 3D modeling, floral diagram, flower, inflorescence, sketch-t

Re

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1 [Hardware-Based Nonlinear Filtering and Segmentation using High-L](#)

[Ivan Viola](#), [Armin Kanitsar](#), [Meister Eduard Groller](#)

October 2003 **VIS '03**: Proceedings of the 14th IEEE Visualization 2003 (VI

Publisher: IEEE Computer Society

Full text available: [Pdf](#) (11.33 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 36, Citation (

Non-linear filtering is an important task for volume analysis. This paper presents implementations of various non-linear filters for volume smoothing with level shading language is used in combination with latest ...

Keywords: Non-linear Filtering, Segmentation, Hardware Acceleration

2 [Leo: a system for cost effective 3D shaded graphics](#)

[Michael F. Deering](#), [Scott R. Nelson](#)

September 1993 **SIGGRAPH '93**: Proceedings of the 20th annual conference on interactive techniques

Publisher: ACM

Full text available: [Pdf](#) (241.27 KB)

Additional Information: [full citation](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 36, Citation (

Keywords: 3D graphics hardware, antialiased lines, floating-point micropolygon parallel graphics algorithms, rendering

3 [Flow simulations using particles: bridging computer graphics and CF](#)

[Petros Koumoutsakos](#), [Georges-Henri Cottet](#), [Diego Rossinelli](#)

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

Publisher: ACM

Full text available: [Mov](#) (204:31 MIN), [Pdf](#) (48.21 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 105, Downloads (12 Months): 420, Citation (

The simulation of the motion of interacting particles is a deceptively simple method for exploring and animating flows in physical systems as diverse as sea waves, unsteady aerodynamics and nanofluidics.

4 [An accelerating splatting algorithm based on multi-texture mapping f](#)

[Han Xiao](#), [De-Gui Xiao](#)



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-  November 2006 **GRAPHITE '06**: Proceedings of the 4th international conference on interactive techniques in Australasia and Southeast Asia
Publisher: ACM
Full text available:  Pdf (134.80 KB) Additional Information: [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 47, Citation (



Texture-mapping hardware has been successfully exploited for volume rendering. This paper combines a splatting method with 2D texture mapping efficiently and proposes a new algorithm based volume rendering accelerated by multi-texture hardware.

Keywords: footprint, multi texture blending, splatting, volume rendering


- 5 [Gaze-contingent display using texture mapping and OpenGL: system architecture](#)
 Stavri G. Nikolov, Timothy D. Newman, Dave R. Bull, Nishan C. Canagarajah, Gilchrist
March 2004 **ETRA '04**: Proceedings of the 2004 symposium on Eye tracking research and applications
Publisher: ACM
Full text available:  Pdf (685.03 KB) Additional Information: [full citation](#), [appendix](#), [references](#), [index term](#)
Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 114, Citation (

This paper describes a novel gaze-contingent display (GCD) using texture mapping. The new system has a number of key features: (a) it is platform independent and runs on both Windows and Linux computers and under different operating systems; (b) it is easy to use and does not require any special hardware.

Keywords: display, eye-tracking, gaze-contingent, image analysis, image processing, OpenGL, texture mapping

- 6 [Real-time shadowing techniques](#)
 Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgus
August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available:  Pdf (11.17 MB) Additional Information: [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 52, Downloads (12 Months): 228, Citation (

Shadows heighten realism and provide important visual cues about the objects. But integration of robust shadow shadowing techniques in real-time rendering is a difficult task. In this course on how shadows are incorporated into real-time rendering, we will discuss the challenges and solutions for real-time shadowing.

- 7 [Shear-Warp deluxe: the Shear-Warp algorithm revisited](#)
[Jon Sweeney](#), [Klaus Mueller](#)
May 2002 **VISSYM '02**: Proceedings of the symposium on Data Visualization
Publisher: Eurographics Association
Full text available:  Pdf (889.04 KB) Additional Information: [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 27, Citation (

Despite continued advances in volume rendering technology, the Shear-Warp algorithm, conceived as early as 1994, still remains the world's fastest purely software volume rendering algorithm. The impressive speed of near double-digit framerates has made it a popular choice for many applications.

8 Crowd and group animation

 [Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Re](#)
August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM


Full text available:  Pdf (20.19 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 86, Downloads (12 Months): 588, Citation (

A continuous challenge for special effects in movies is the production of
of rendering and behavior. This course will present state-of-the-art tech
will explain in details the different ...

9 Splatting without the blur

 [Klaus Mueller, Torsten Möller, Roger Crawfis](#)

October 1999 **VIS '99**: Proceedings of the conference on Visualization '99: I

Publisher: IEEE Computer Society Press


Full text available:  Pdf (283.67 KB)

Additional Information: [full citation](#), [abstract](#), .

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 36, Citation (


Splatting is a volume rendering algorithm that combines efficient volum
representation: Only voxels that have values inside the iso-range need
voxels can be projected via efficient rasterization ...

10 Performance OpenGL: platform independent techniques or

 [Tom True, Brad Grantham, Bob Kuehne, Dave Shreiner](#)

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM


Full text available:  Pdf (1.03 MB)

Additional Information: [full citation](#), [abstract](#), .

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 92, Citation


The OpenGL Application Programming Interface (API) is the most widely
computer-graphics interface available to programmers today. Such broad
different graphics hardware presents challenges in maximizing ...

11 Effects & techniques

 [Dominic Fillion, Rob McNaughton](#)

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

Publisher: ACM


Full text available:  Pdf (4.54 MB)

Additional Information: [full citation](#), [abstract](#), .

Bibliometrics: Downloads (6 Weeks): 54, Downloads (12 Months): 274, Citation



In this chapter we present the techniques and algorithms used for comp
of the *StarCraft II*® real-time strategy game. We will go over some of t
technology used to empower our artists ...

12 Game Development: Harder Than You Think

 [Jonathan Blow](#)


February 2004 **Queue** , Volume 1 Issue 10

Publisher: ACM

Full text available:  Html (30.21 KB),  Pdf (943.03 KB) Additional Information: [full citat](#)


Bibliometrics: Downloads (6 Weeks): 708, Downloads (12 Months): 1125, Cita

13 [Visualization of areas of interest in software architecture diagrams](#)

 [H. Byelas, A. Telea](#)

September 2006 **SoftVis '06**: Proceedings of the 2006 ACM symposium on

Publisher: ACM

Full text available:  Pdf (7.27 MB)

Additional Information: [full citation](#), [abstract](#), ...

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 131, Citation

Understanding complex software systems requires getting insight in how performance, trust, reliability, or structural attributes, correspond to the properties can be seen as defining several 'areas ...


Keywords: UML diagrams, architecture visualization, areas of interest,

14 [Developing mobile 3D applications with OpenGL ES and M3G](#)

 [Kari Pulli, Jani Vaarala, Ville Miettinen, Tomi Aarnio, Mark Callow](#)

July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses


Publisher: ACM

Full text available:  Pdf (9.22 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 292, Citation

15 [Level set and PDE methods for computer graphics](#)

 [David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, R](#)

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM


Full text available:  Pdf (17.07 MB)

Additional Information: [full citation](#), [abstract](#), ...

Bibliometrics: Downloads (6 Weeks): 134, Downloads (12 Months): 1085, Citation


Level set methods, an important class of partial differential equation (PDE) surfaces implicitly as the level set (iso-surface) of a sampled, evolving surface with preparatory material that introduces the ...

16 [Video-based rendering](#)

 [Marcus Magnor, Marc Pollefeys, German Cheung, Wojciech Matusik, Christi](#)

July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses


Publisher: ACM

Full text available:  Pdf (5.15 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 271, Citation

17 [StoreGPU: exploiting graphics processing units to accelerate distributed](#)

 [Samer Al-Kiswani, Abdullah Gharaibeh, Elizeu Santos-Neto, George Yuan,](#)

June 2008 **HPDC '08**: Proceedings of the 17th international symposium on distributed computing

Publisher: ACM

Full text available:  Pdf (638.90 KB)


Additional Information: [full citation](#), [abstract](#), ...

Bibliometrics: Downloads (6 Weeks): 25, Downloads (12 Months): 123, Citation

Today Graphics Processing Units (GPUs) are a largely underexploited resource for a possible cost-effective enhancement to high-performance systems. To exploit GPUs are specialized scientific applications. ...


Keywords: gpu hashing, graphics processing unit, middleware, storage

18 [A review of vessel extraction techniques and algorithms](#)

 Cemil Kirbas, Francis Quek

June 2004 **Computing Surveys (CSUR)** , Volume 36 Issue 2

Publisher: ACM

Full text available:  Pdf (8.06 MB)

Additional Information: [full citation](#), [abstract](#), .

Bibliometrics: Downloads (6 Weeks): 101, Downloads (12 Months): 701, Citati


Vessel segmentation algorithms are the critical components of circulator
We present a survey of vessel extraction techniques and algorithms. We
extraction approaches and techniques in perspective ...

Keywords: Magnetic resonance angiography, X-ray angiography, medi
vessel extraction

19 [Introduction to computer graphics](#)

 December 2008 **SIGGRAPH Asia '08: SIGGRAPH ASIA 2008 courses**


Publisher: ACM

Full text available:  Pdf (7.64 MB)

Additional Information: [full citation](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 45, Downloads (12 Months): 45, Citation

20 [Feature synthesized EM algorithm for image retrieval](#)

 Rui Li, Bir Bhanu, Anlei Dong

May 2008 **Transactions on Multimedia Computing, Communications
(TOMCCAP)** , Volume 4 Issue 2

Publisher: ACM

Full text available:  Pdf (11.83 MB)

Additional Information: [full citation](#), [abstract](#), .

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 209, Citatio

As a commonly used unsupervised learning algorithm in *Content-Based
Expectation-Maximization* (EM) algorithm has several limitations, includ
and the convergence at a local maximum. In ...

Keywords: Coevolutionary feature synthesis, content-based image retri
semi-supervised learning

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(polygon <or> primitive) <and> size <and> pixel)<in>metadata)

